

The Children of Light have seen better days. A exhausted group of dwarves had held off a vicious attack from Darkness forces from the east. 12 days of battle have decimated the ranks. A messenger was sent out for help early in the siege and somehow he slipped thru the lines of drunken goblin infantry to make his way to Ellisa. There he told his story of woe and then collapsed. A group of powerful wizards was formed to teleport much needed assistance to Highrock. Darkness would not wait long for another attack. These magicians were able to teleport themselves and the brave paladin Martin safely behind the walls of the beleagured fortress. With them came several magical elementals and elvish archers and several other brave sould willing to face almost certain death.

Facing the do-er's of good were a massive force of elite troops of darkness. Creatures of Fire, Jerrahs, and a squad of pure evil, Dreadknights bolstered the ranks. An evil army indeed.

Can the Children of Light hold on one more time, perhaps long enough for the relief troops to reach them? Or will they arrive to see their comrades heads hanging from spears on their once beloved walls?

This is one of my favorite scenarios. I like playing the good guys. Very challenging but not imposible by any means. Play smart and use your wizards well and it will be a great battle.

If you like this one I have several more I have made that play very well. I can be reached on Prodigy at HRGF63A or ExecPc-user Russ Moffett